

2025 Program Guide

Family Camp, Resident Camp, Day Camp,
and Twilight Camp



Cubstruction



Connecticut Rivers Council, BSA operates the Mattatuck Scout Reservation and is nationally accredited by
Scouting America.

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Mission and Values

Scouting America

Mission Statement

The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath

On my honor, I will do my best to do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

Scout Law

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

Diversity, Equity & Inclusion Statement

Scouting America promotes a culture where each youth, volunteer, and employee feels a sense of belonging and builds communities where every person feels respected and valued.

Leading by example and encouraging each other to live by the values expressed by the Scout Oath and Scout Law, we welcome families of all backgrounds to help prepare young people to serve as successful members

and leaders of our nation's increasingly diverse communities.

Camp Toby

Mattatuck Scout Reservation Mission Statement

The mission of the Mattatuck Scout Reservation is to support Scouting units by fostering community, inspiring imagination through fun and adventure, building enthusiasm for the outdoors, and promoting Scouts' continuation into Scouts BSA while living the ideals of the Scout Oath and Law.

We have news!

The Cub Scout Program at the Mattatuck Scout Reservation has undergone countless upgrades. We even have a new name! Our new name is Camp Toby! The gorgeous mountain that we are housed on is called Mount Tobe, and we felt it deserved recognition for all of the amazing things it has provided thousands of scouts over the years! All of the Camp Toby programs at the Mattatuck Scout Reservation are led by trained and well-qualified staff members. Directors receive formal National Camp School training, and volunteer staff are trained/oriented in pre-camp sessions. Our programs are fully licensed and accredited by Scouting America and the state of Connecticut.

From the Director of Cub Scouting...

Hello everyone!

My name is Maggie Bellemare and I am the 2025 Director of Cub Scouting at the Mattatuck Scout Reservation! I have been coming to camp since I was very young, and this is my eleventh summer on camp staff. For the last two summers, I have held the role of Program Director for the Scouts BSA Camp. Before that I worked at the Cub Scout Waterfront, the Trading Post, and the S.T.E.M. Department. You can usually find me walking around with my twin shadows, Ellie and Lissa. I am currently finishing my Master's in Elementary Education at the University of Bridgeport, and I truly take making learning fun seriously.

The Mattatuck Scout Reservation and Camp Toby have undergone countless changes in the last few months. Everyone here is working tirelessly to change the program for the better. Our facilities have been upgraded and improved by our new Ranger, Ethan, along with his incredible team of Assistant Rangers. Our program has been improved and is better than ever thanks to our powerful staff. We have added new types of camp to better serve our scouts. If there is anything we can do to better enhance or aid you before, during, or after your stay at camp, please reach out.

I can't wait to start this summer!

Maggie Bellemare

Director of Cub Scouting and Specialty Groups
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Youth Protection and Adult Leadership

Scouting's Barriers to Abuse

Scouting America has adopted policies for the safety and well-being of its members. All parents and caregivers should understand that our leaders must abide by these safeguards. Many of these policies are particularly important in the summer camp setting. We have made an effort to highlight those here. You can find more information in the [Guide to Safe Scouting](#).

Registration Requirements

All adults attending camp must register with Scouting America, including completing an application, criminal background check, and mandatory Youth Protection training, as well as the Volunteer Screening Database check.

Adult Supervision

Each pack must provide a minimum of 2 registered adult leaders 21 years of age or older. In addition, any group bringing female youth must provide a registered female adult leader 21 years of age or over. Additional leadership requirements apply (see [Summer Camp Reservation Guidelines](#)). One-on-one contact between adult leaders and youth members is prohibited.

Discipline must be constructive.

- Discipline must reflect Scouting's values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.

Responsibility

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.

- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

All leaders are required to adhere to the Scouter Code of Conduct.

Accommodations

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Packs must arrange separate tenting for male and female adults and male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, a parent or guardian may share a tent with their family.
- Spouses may share tents.

Restrooms

The camp provides separate shower and restroom facilities for male and female adults and male and female youth. The privacy of youth is respected.

- Adults and youth must respect each other's privacy, notably when changing clothes and taking showers at camp.
- Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Program Requirements

- All scouts must use the buddy system.
- The use of smartphones, cameras, mirrors, drones, etc., is prohibited in places or situations where one expects privacy.
- All aspects of the Scouting program are open to observation by parents and leaders.
- Scouting America does not recognize secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All forms of bullying and harassment, including verbal, physical, and cyberbullying, are prohibited.
- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.

Reporting Requirements

Adult leaders and youth members are responsible for recognizing, responding to, and reporting Youth Protection violations and abuse.

Reporting Youth Protection Policy Violations

- Report serious Youth Protection policy violations or behaviors that put a youth's safety at risk to the Scout executive.
- Online reporting is also available at [Incident Reporting](#).

Mandatory Reporting of Child Abuse

- All Adults participating in Scouting programs are mandated reporters of child abuse.
- Suppose you have reason to suspect abuse or neglect of a child. In that case, you must report it to local law enforcement and child protective services. You cannot delegate this reporting duty to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our youth. Scout executives and Scouts First coordinate follow-up actions.

Scouts First Helpline

- The BSA has implemented a "Scouts First" approach to the protection and safety of youth. The BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk.
1-844-SCOUTS1 (1-844-726-8871)
- If you need immediate assistance handling a sexual abuse allegation, contact Scouts First Helpline (1-844-SCOUTS1).

If someone at camp is at immediate risk of harm, notify the Camp Director.

Programs at Camp Toby

Family Adventure Camp at Camp Toby

Families are invited to the new Family Adventure Camp this summer. This adventure includes adult and youth activities for all ages, special family events, and a family outing. Five meals are included in your program throughout this two-night, three-day family camping experience.

Example Schedule			
	Day 1	Day 2	Day 3
7:55 am	-----	Morning flag	
8:00 am	-----	Breakfast	
9:00 am	-----	Bouldering	Fishing
10:00 am	-----		Head to Quassy!
11:00 am	-----	Blob tower	-----
12:00 pm	-----	Lunch	-----
1:00	Check-in/Tour	Archery	-----
2:00	Swim checks and campsite time	Egg drop	-----
3:00		Cake pit ball (gaga ball and cake making)	-----
4:00		Boating	-----
4:30			-----
5:00	Leader meeting Youth- field games	Craft	-----
5:55	Evening flag		-----
6:00 pm	Dinner		-----
7:00	COPE games in the campsite	BB	-----
8:30	Campwide Campfire	Ice cream making	-----

Family Camp Dates

Dates

- June 29th-July 1st
- July 1st- July 3rd

Resident Camp (Full Week and Mini Week)

Whether you are an avid camper or have never slept a night out in a tent, Cub Scout Resident Camp is the perfect opportunity to stay at camp. This program is designed for Packs or Dens to camp together. However, there are provisional, meaning Scouts without an adult leader, camping options as well. This session will run each week from Sunday afternoon until Saturday morning.

We offer four mini-week sessions throughout the summer. A mini-session is just the right amount of time for a FUN introduction to the outdoors for our Cub Scout Campers. Scouts and Leaders will arrive on Sunday morning and depart Wednesday afternoon. If you are a little more experienced or just having a fantastic time, you can upgrade your package to camp for an entire week. While at Cub Resident Camp, our dining halls will be in full swing and will provide all your meals, great songs, and camp spirit. Cubs will enjoy swimming, fishing, BB, archery, nature, fun games, and much more.

Participants will stay at our Upper Den campsite, which is specially designed for Cub Scouts and will give them the most exciting campsite experience. The Den is set up with both 4-person- and 2-person tents, offering packs and families the ideal housing opportunities.

Open to youth entering 1st through 5th grade (Tigers and youth entering 1st grade must attend with a parent/guardian as a one-to-one adult partner).

Overnight Camp Dates

Dates

Mini Weeks

- July 6th - July 9th
- July 13th - July 16th
- July 20th - July 23rd
- July 27th - July 30th

Full Weeks

- July 6th - July 11th
- July 13th - July 18th
- July 20th - July 25th
- July 27th - August 2nd

Provisional Camping at Camp Toby

Want to come to attend Resident Camp at Camp Toby, but you can't attend with your registered unit? Did you have so much fun at overnight camp that you want to come back again for another week? Sign up for our Provisional Camping program! This program brings you all of the Overnight Camp experiences with provided leadership and supervision from the Camp Toby staff! Join a new "pack" for the week and enjoy our program! Email Director Maggie Bellemare at maggiabelle.scouting@gmail.com for information about registering for this option!

Overnight Camp Evening Program

Sunday- Opening Campfire

The Mattatuck Scout Reservation staff will close out your first day at camp with an exciting, action-packed campfire full of skits, songs, and stunts. Scouting Spirit will be on display as we kick off our week.

Monday- Fishing Fun

Join us for a staff lead fishing expedition.

Tuesday- Wild Cat Adventure

Follow the wild cat trail to a secret campfire

Wednesday- Cub Carnival

Our Cub Carnival is full of fun.

Thursday- Campsite Fire with Ice Cream

A firebuilding demo will lead to a Campsite based campfire and ice cream.

Friday - Family Night

CAMPWIDE Campfire in the Amphitheater and family Barbeque!

Day Camp at Camp Toby

The Mattatuck Scouts Reservation is proud to offer summer day camps for ALL boys and girls, Scouts and non-Scouts, entering grades 2-5 in the fall. Tigers (entering grade 1) can attend with a legal guardian or their den leader. Our day camp offers outstanding fun, educational, and adventurous activities. Campers are divided into small, well-supervised groups. Day Camp is a great way for your Cub Scout age son or daughter to experience the thrill of the outdoors. It is also a good introduction to independence from mom and dad without being too far from home. The week-long program fills each day with adventure and experiences for which families join the Scouting program. Activities include archery, BB, swimming, crafts, nature, STEM, and much more. In 2025, our theme will be "Cubstruction." Lunch is provided each day.

Check-in each morning will begin at 8:30 am and run until 9 am. Scouts will spend the day going to different department areas. Pickup is at 4pm.

If you would like to send a change of clothes for your scout for us to keep for the week, please send it in a zip lock bag with their name on it. This outfit will be kept in the health lodge until Friday in the case of accidents.

Each Friday night we will have a family barbeque and a campwide campfire. Campers will receive free dinner. Any additional meal tickets (\$10) will need to be bought in the trading post on the day of. Campers will have the opportunity to participate in the campfire by performing skits and songs. Following dinner and before our campfire is our campwide court of honor! Scouts will receive the adventures that they achieved along with any departmental awards. No pets (other than service animals) are allowed on the property during this time.

Day Camp Dates

Dates

- July 7th - 11th
- July 14th - 18th
- July 21st - 25th
- July 28th- August 1st

Family Night for Day Campers

Special offer: Families of day campers can stay for dinner and our campfire Friday night. The registered participants eat for free, and the meal costs \$10 for any additional members. Day campers will have the option of performing a skit or song at our campfire.

Wait, there is more of a family choice; they can stay over! The family of any-day campers and the scout can also add on Friday overnight. The cost is \$35 per tent; the scout's meals are free, and additional family members pay \$10 for dinner and \$5 for breakfast.

Adventures (Day and Resident Camp)

Offered every week...

Rank	Adventures
Tiger	BB, Archery, Tiger Tag, Tigers in the Water, Stories in Shapes, Fish on, Let's Camp Tiger, and Tiger-iffic
Wolf	BB, Archery, a Wolf Goes Fishing, Air of the Wolf, Code of the Wolf, Paws for Water, Let's Camp Wolf, Digging in the Past, Finding Your Way, and Spirit of the Water
Bear	BB, Archery, a Bear goes Fishing, Balancing Bears, Marble Madness, Bears on Bikes, Roaring Laughter, Salmon Run, and, Baloo the Builder
Webelos	BB, Archery, Art Explosion, Aquanaut, Build It, Catch the Big One, Let's Camp Webelos, and Modular Design
Arrow of Light	BB, Archery, Swimming, Into the Woods, Fishing, Estimations, Engineer, and Slingshot

Specialty weeks...

Rank	Week 2	Week 3	Week 4	Week 5
Tiger	Rolling Tigers	Race Time Tigers	Champions for Nature Tiger	Designed by Tiger And Floats and Boats
Wolf	Pedal with the Pack	Race Time Wolf	Champions for Nature Wolf	Cubs Who Care
Bear	Forensics	Race Time Bears	Champions for Nature Bear	Super Science
Webelos	Pedal Away	Race Time Webelos	Champions for Nature Webelos	Yo-yo
Arrow of Light	Cycling	Race time AOL	Champions for Nature AOL	Knife Safety

If a Camper attends a full week of Day/Resident Camp, it is guaranteed they will earn at least five adventures, if not more!

Twilight Adventure at Camp Toby

The Mattatuck Scout Reservation is pleased to offer Cub Scout Twilight Adventure this summer. This unique, three-day activity starts after dinner and ends in the early evening, running from 6:30 pm - 8:30 pm. Twilight Adventure Program is designed to provide Cub Scouts and their families who are unable to attend our Day Camps or are just looking for more family fun the opportunity to participate in a summer Scouting experience. Cub Scouts and their families will be placed into dens, rotating through program stations daily. These Scouts will participate in archery, BB guns, slingshots, STEM, crafts, and field games designed to be in the great outdoors.

Each day will feature different advancement opportunities for the Scouts. Tigers (those entering grade 1 in the fall) may attend the Twilight Program if their parents or guardians accompany them. Snack will be provided each day.

Having so much fun that you want to spend the night? Don't worry, that's an option! Add on a family camping night Friday of your week. Stay for our campfire and family barbeque. Spend the night in the campsite with the other Cub Scouts! See below.

Space is limited – Twilight Camp's capacity is 40 youth participants. Don't delay, register today!

Twilight Camp - Dates and Fees

- July 23rd -25th

Dates

- July 16th - 18th

Family Night for Twilight Campers

Special offer: Families of Twilight campers can stay for dinner and our campfire Friday night. The registered participants eat for free, and the meal costs \$10 for any additional members. Day camp dens will have the option of performing a skit or song at our campfire.

Wait, there is more of a family choice; they can stay over! The family of any-day campers and the scout can also add on Friday overnight. The cost is \$35 per tent. The scout's meals are free, and additional family members pay \$10 for dinner and \$5 for breakfast.



2025 CUB SCOUT SUMMER CAMP FEES

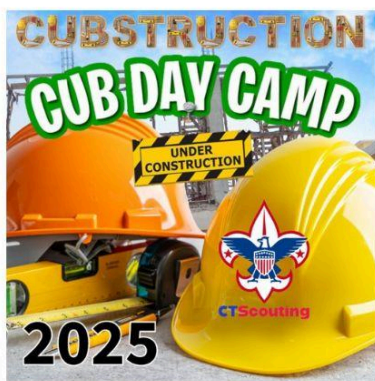
MATTATUCK – J.N. WEBSTER - WORKCOEMAN

CUB SCOUT DAY CAMP FEE

Early Bird Fee <i>Before June 1</i>	\$295	If the balance is paid in full by June 1, 2025, the fee will be \$295.
Regular Camp Fee	\$325	Paid after June 1, 2025
Parent or Adult Leader Attends as a Den Leader	\$150	If a Parent or Adult attends as a Den Leader. If a Den Leader does not have a Scout attending the fee can be applied to another Scout from the same Pack.
New Cub Scout Fee	\$295	For Scouts who join the Pack as new Scouts between June 1 and the beginning of the Scouts's week at camp.
Additional Weeks of Camp	\$225	Attending 2nd, 3rd, 4th or more of additional weeks of Cub Scout Day Camp.
Sibling Discount <i>(Per Child)</i>	\$25	A \$25 discount will be given to help those families with siblings attending Day Camp. The \$50 discount will be applied to the second Scout in BlackPug.

CUB – WEBELOS - AOL OVERNIGHT CAMP FEE

Full Week Early Bird Fee	\$495	If paid in full one month before the start of Overnight Camp. Mattatuck: If paid in full by May 29, 2025 Webster: If paid in full by July 3, 2025
Full Week Regular Camp Fee	\$525	Mattatuck: If paid in full AFTER May 29, 2025 Webster: If paid in full AFTER July 3, 2025
Mini-Week	\$265	½ Week Camp program Sunday-Wednesday.
Adult Leader Fee	\$125	To cover Meals for the time in Camp.
Sibling Discount <i>(Per Child)</i>	\$25	A \$25 discount will be given to help those families with siblings attending Resident Camp. The \$50 discount will be applied to the second Scout in BlackPug.

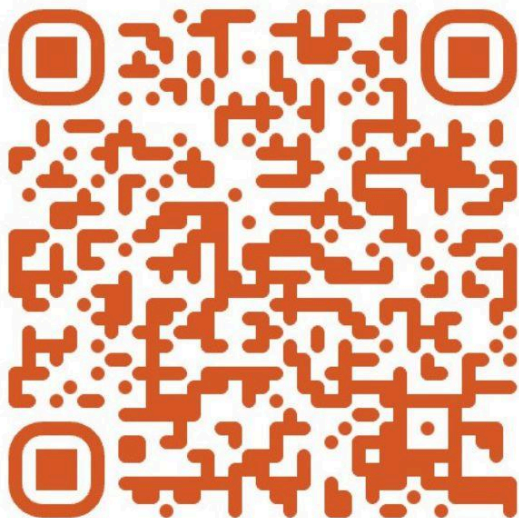


Camperships:

The Connecticut Rivers Council will continue to award camperships to assist Scouts who need funds to attend camp and might not otherwise do so. The annual campership fund is limited and fluctuates from year to year. Campership Scouts will be afforded the lowest possible rate to attend camp. **Camperships should be submitted for consideration by April 1, 2025.**

Campership

Link: <https://247scouting.com/forms/?OrgKey=BSA066&id=4592>



Questions about Camperships should be addressed to

Camping Services at
Michele.Soboslai@scouting.org

Refund Policy:

The Connecticut Rivers Council must commit financial resources to purchase equipment, hire staff, and otherwise prepare to provide high-quality programs in our camps well in advance of the camps opening for the summer. Participants, therefore, must be prepared to make a financial commitment to attend. Refund requests made before June 15th will be reimbursed the fee minus the cancellation fee of \$75. Requests after June 15th will be refunded the fee minus the cancellation fee of \$150. In the event of an illness, we will process a refund if you cannot attend camp. If a camp attendee presents signs of illness while at camp, we reserve the right to send them home without a refund.

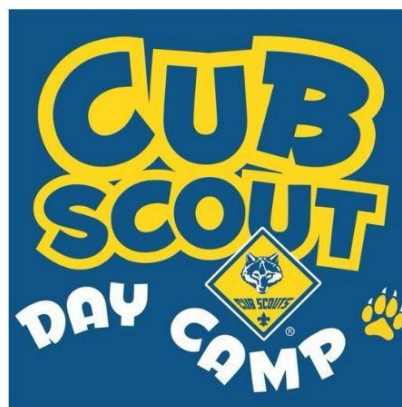
Requests for Refunds:

All requests for refund consideration are to be in writing and sent either in the form of a letter or email and postmarked no later than **September 1, 2025:**

Connecticut Rivers Council, Scouting America

Michele.Soboslai@scouting.org

www.CTScouting.org



VOLUNTEERS NEEDED!!

To provide the best possible program, we need assistance from individuals age 21+ as Den Leaders. Come help out with the fun for a week and enjoy an incredible experience. You'll get to experience a great time at camp with your child. You can watch them as they make new friends and have the experience of a lifetime. Plus, get a discount for your child's week at camp! For more information, please contact Director Maggie Bellemare at maggiebelle.scouting@gmail.com

Registration

Register for programs at Camp Toby through Black Pug!

You can find the registration here: www.campmattatuck.org

Important Dates

Camp Director's Chats

These monthly, online Camp Director's Chats are an opportunity to meet with our camp leadership. Hear about any program and logistical updates, and get answers to any questions you or your pack have. The adult serving as the pack leader at camp should try to participate in the May meeting. Register at the links below. Recordings of the sessions will be available for those who can not attend. **All meetings will start at 7 pm. A zoom link will be emailed out prior to the meeting!**

Fill out this form!

<https://tinyurl.com/cubzoom>

January 26, 2025: Registering Your Pack for Camp.

March 30th, 2025: Meet the Directors and Hear About Program Updates.

May 25th, 2024: Last Updates and Questions Before Camp Starts!

What's Happening at Camp Toby?

Summer Theme

Cubstruction

Weekly Camp Wide Fun

Sunday- Opening Campfire (Only Resident Camp)

The Camp Carpenter staff will close out your first day at camp with an exciting, action-packed campfire full of skits, songs, and stunts. Scouting Spirit will be on display as we kick off our week.

Monday- Crazy Sock Day

Crazy Socks for all.

Tuesday- Tie Dye

Tie Dye Tuesday. Don't have a t-shirt? Don't worry! Each Cub will be provided a summer camp t-shirt and will bring it to CraftSpace to dye it themselves!

Wednesday- Crazy Hat

Wear your craziest hat.

Thursday- Hawaiian Shirt Day

Cub Scouts and leaders are encouraged to wear their Hawaiian Shirts throughout the day!

Friday - Theme Day

Cub Scouts and leaders are encourage to dress up in there best "CUBSTRUCTION" costume.

Flag Ceremonies

Every morning and evening, we hold a camp-wide flag ceremony. If your pack or den wants to raise or lower the flag, sign up with Director Maggie during your week at camp. If you need staff assistance, we are ready to help you out!

Program Areas at the Mattatuck Scout Reservation

Every Cub Scout will want to explore the Mattatuck Scout Reservation, where imagination and adventure come to life! You will be able to program areas and have an opportunity to add a few other extras.

Bobcat Base Camp: The Joe George Pavilion, located next to the climbing tower, is the Camp Toby home base! Although resident scouts have their campsite as a central location, they will often spend time here as well. Day campers will start their mornings and end their afternoon here each day. There will be self guided activities that Unit Leaders can grab when their group has down time.



CraftSpace: The newest department of the Mattatuck Scout Reservation is the place of all things creativity! Let your creativity and imagination go wild. Enjoy making a craft when you attend. From rock painting to clay play to drawing, there is never a dull moment here!

STEM: Discoveries abound at the STEM center, where endless possibilities exist. With science experiments blowing up, bouncing out of control, or becoming slimy, there is plenty of fun to be found here for mad scientists of all ages! Our staff are experts in snap circuits! Take a trip up there to make noise makers and light displays with the snap circuits.



All Adventure: All Adventure houses our famous climbing tower and bouldering wall. Cubs will be able to boulder and mock ice climb. We can't wait to play COPE games to build our team work skills.

Nature: Camp is all about the outdoors, and that's what nature is all about! Discover what is all around us from a different perspective. Scouts will enjoy the plants, trees, animals, and ponds with much more curiosity as they discover our ecosystem.



Waterfront: On those hot summer days, the waterfront is the place to cool off, relax, earn awards, and have fun. Swimmers of all levels will have the opportunity to improve their aquatic skills. Our lifeguards have a helpful bag of tricks and a thorough understanding of the Cub Scout age group. They also receive professional CPR and Lifeguard training to ensure this summer camp classic is fun and safe! Boating will be available to Scouts at various points during the week.

BB and Archery Ranges: At Shooting Sports, we pride ourselves on teaching respect, responsibility, and discipline. In addition to joining in the fun Shooting Sports activities, we try to teach the more exciting facts about these tools. Safety is stressed at our ranges to help protect everyone on the ranges.



ScoutCraft: Join our ScoutCraft staff in learning scout skills. Participate in Cake-Pit-Ball, a game of gaga ball while you also bake a cake! Practice your fire building skills, improve your camping skills and learn some new knots.

Wheels: Cubs can take part in our incredible RC Car course. Race one of the cars to see who is the fastest around the bumpy track with fun twists and turns. BMX biking will be available as well!

Specialty Activities

These are not program areas, but all scouts enjoy a great opportunity. A staff member will meet you and guide you through each activity. Select each of these you wish to participate in on your Program Choice form.

Whittling Chip: (Bears, Webelos, and Arrow of Light scouts only): Staff will show your scouts how to use a pocket knife safely and effectively. We will provide other activities for Tigers and Wolves during this time.



Conservation Project: Packs will learn the importance of conservation, give back to the community, and assist with a project somewhere in the camp. Our Camp Manager will lead the project.

Lifesize games: Come and play some traditional games, but now they are life-sized. Have fun with Jenga, Checkers, and Connect 4 outside of the trading post, or human foosball in the parade field.

Flags - Get the skills to participate in a flag ceremony. Also, learn to take care of the flag and present it properly. You can even sign up to run a flag ceremony for the entire camp. You get the choice of lowering or raising the flag.

Campfire Skits, Songs, Stunts - Our staff loves to perform and have a great time. The laughter never stops in the amphitheater. Time at the amphitheater is excellent for practicing putting on a great campfire and getting up in front of the crowd. Let the audience have a great time and be part of the show!



Pack Run Activities

These are options for your pack to do independently. Pack leadership must assume responsibility for managing these activities. Please sign up early using the Program Choice Form to request your first choices.

Self-Guided Nature Hike: Our self-guided nature hike has many points of interest along the Dan Beard Trail and helps identify trees and other cool natural things.

Shore Fishing: Packs will have the chance to practice catch-and-release fishing by the shore of Lake Kenosha. Packs may bring their own fishing poles and tackle, but there are also some available to use at the Nature Center.



Unit-Planned Activity: Your pack can hold your unique activity during this period. Examples could be a Cubmaster's storytime, a group challenge, extra campsite clean-up/chores, or whatever else the pack wants or needs in and around the campsite! If you need anything, our staff is available to help you out!

Den time - The pack can use this time for a structured Den meeting or relaxation. This time is perfect to work on additional awards or practice some superb scouting skills.

Open Programs



Many of our program areas are open daily from 4 to 5 pm for free time. The pack can decide what they want to do or split up to tackle more fun (ensuring adult leadership with all groups). There are many opportunities—some of the great traditional things camp offers and many new activities. These activities are listed on our website and on the TV outside of the dining hall. Here is just a sampling of what you can do!

Daily

Waterfront - When you need to beat the summer heat, the waterfront is the place to go. Swim, swim, swim! The boating and swimming side will be open from 4-5 each day.

Shooting Sports - Come to practice your sharpshooting or get in some extra rounds. So come on down to earn the shooting sports awards.

Crafts - CraftSpace is offering a variety of crafts each day. The list will be posted on the front porch of the dining hall!

Den time - The pack can use this time for a structured Den meeting or relaxation. Den time is great for working on additional advancement or practicing some super scouting skills.



Life-Size Games: We took these awesome traditional games and blew them up to life-size. Come and enjoy these games as you relax in the shade. Each year we add more and more fun. Human foosball is in the Parade Field. Jenga, Connect Four, and Checkers are in front of the Trading Post. Gaga ball is located by S.T.E.M. and ScoutCraft. We have a basketball court behind the Trading Post as well!



Some Days

Campfire Skits, Songs, Stunts - Our staff loves to perform and have a great time. The laughter never stops at the council ring and dining hall. Each night is excellent for practicing putting on a great campfire and getting up in front of the crowd. Let the audience have a great time and be part of the show!

Nature - The Nature Department is incredible! Monday night from 7-8, they will be offering the opportunity to fish with the staff!

Branding - Branding will be open for all scouts and adults each Thursday in the Blacksmithing Pavilion. We have various brands available to everyone. Examples of things that can be branded are leather goods (belts, shoes, wallets), hats, scrap wood, and branding mugs. Forgot to bring something? Don't worry! Our trading post is stocked with items that can be branded.



Bridge Program (Arrow of Light Scouts at Overnight Camp Only)

- Arrow of lights go to campout at lost lake for a night! Run in conjunction with the wilderness survival merit badge, scouts will spend a night in the lean tos. At least one adult must go out with each pack. This night may change weekly depending on the weather.
- Arrow of Lights can participate in archery on Thursday night at the Scouts BSA archery range.
- On Thursday night, ScoutCraft staff will run a dinner replacement program! Scouts will help the staff to create walking tacos. This will happen during the regularly scheduled dinner time.



Preparing for Camp

Who can attend Overnight Camp?

Camp Toby welcomes all Tigers, Wolves, Bears, Webelos, Arrow of Light Scouts, and adult leadership from their pack. We encourage all scouts to attend camp with their pack! Adult partners must accompany Tiger scouts (youth entering 1st grade) for all of our programs. Scouts who cannot participate with their Pack or would like to attend an additional week may register through the Provisional program. Remember, during the summer, Cub Scouts have begun working toward their next rank. An older scout in the Scouting America or Venturing Programs may serve as a "Den Chief" and accompany the pack for its session. Den chiefs must be registered scouts and registered for camp.

Family Barbecue



A barbecue for Scouts, leaders, and their families will be held on the Friday night of your session, starting around 5:30 pm. There is no cost for campers and leaders that attended camp during the week. If visitors would like to bring a separate meal for their scouts, they are more than welcome to do so! The price for the barbecue is \$10.00 per person for visitors. To help us plan on having enough food, please inform your Adult Leaders of how many visitors will be joining by Tuesday so they can report it to the Commissioners. Immediately following the BBQ is the closing campfire, and we encourage everyone to attend and participate. No pets are allowed on property during this time. This is open to all forms of

Campers and Leaders during the summer 2025 season.

Trading Post

We operate a large trading post where you can get Mattatuck Scout Reservation souvenirs, snacks, and small items you might have forgotten (such as toiletries). We recommend that each child arrives with \$30 per week to spend at the trading post. We take cash, card, or mobile payments.

Pack Photographs

Pack photos will be Tuesday night before dinner for resident campers. Day camp pictures will be before check-out on Tuesday. Pictures will be taken on a first come, first served basis. Our photographer charges \$10 per photo. He takes cash or credit cards! Everyone is invited to be in the photo, even if they are not purchasing one. Purchased photos will be delivered by the end of the week.

Scout Shop located in our Trading Post

The Mattatuck Scout Reservation is home to one of our Council's Scout Shops. This BSA National Supply store is well-stocked to serve everyone staying or visiting the camp. Stock items include items found in the National Supply catalog such as uniform pieces, badges, and camping gear. Knives may only be purchased when a parent or guardian is present.

Dietary and Medical Accommodations

The camp will make efforts to accommodate youth and adults with special needs such as (but not limited to) food allergies, special diets, and physical and mental disabilities. Families must indicate special medical needs on the health form. Please notify the Camp Director of any special needs ***in writing*** at least two (2) weeks before your session to best accommodate special needs, preferably by May 31st.

Packing Lists

When packing for camp, it's wise to remember the Scouts BSA Motto: Be Prepared! An extra set of clothes will make a world of difference to a camper caught in the rain, for example. On the other hand, try to avoid the temptation to bring too much. Ideally, you should be able to carry everything you need for your visit in a small duffle bag or footlocker. Remember that vehicular transportation into your campsite will not be permitted. See the recommended packing lists on the next two pages..

** We recommend bringing a small wagon to help transport gear.



Suggested Camper Packing List

Scouting America field uniform (as complete as your pack dictates)	1 extra pair of shoes, boots, or sneakers - no open-toed shoes
Minimum of four changes of clothing	Towel and face cloth
Pair of long pants or sweatpants	Soap and Shampoo
1 sweatshirt or sweater	Toothbrush, toothpaste, comb
1 light to medium weight jacket	Flashlight
2 extra changes of underwear	Mosquito netting and poles
2 extra changes of socks	Fishing gear
2 extra T-shirts	Laundry bag
Sleeping bag	Raincoat or poncho
1 warm blanket	Day Pack
Pillow	Spending Money
At least one swimsuit	Canteen or water bottle
Beach Towels	Hat
Theme day outfits	Board games/Cards

You will not need the following things while you are at camp. So, do not pack them.

Pocket knives (unless held by a unit leader - 4 ½" max; no fixed blades)	Electronic games
Sheath knives	Squirt guns
Pets	Un-Scout-like literature
Cell Phones	Alcoholic beverages
Radios, CD, or digital music players	Illegal drugs
Food or candy	

- Families often find it helpful to pack each day's change of clothes into a gallon zipper bag labeled with the day to help keep them organized and dry in case of rain. Packing an extra day of clothes is a great idea too!

Medications:

- Anyone taking medications during the session must give them to the Health & Safety Officer on Sunday during check-in. The Health Officer can only accept medicines in their original containers with the patient's name, doctor's name, and date on the label. If, for some reason, a dosage changes, a doctor's note is required.
- Note: Campers that require epinephrine auto-injectors or inhalers may keep the medication with them as long as a physician and parent/guardian have signed the required permission slip. In addition, a second auto-injector or inhaler must be provided to the nurse when checking in on Sunday.

Pack Equipment List

It can be helpful for the Pack to bring additional gear for the group to make their week at camp easier or to have some extra activities during downtime.

	Materials for downtime like extra craft projects, games, etc.	Leaders' Guide
	Songbooks and campfire resource materials	Copies of completed forms:
	First aid kit	Current national medical forms for all adults and youth (parts A, B1, B2, and C)
	Tarp(s)	Current Connecticut Rivers Council Part D Medical Form
	String, twine, or rope	Permission to possess Epi-Pen or inhaler
	Pack flag	Youth Protection Aging Report
	Camp lantern(s)	Unit roster
	Bow saw and a hatchet (for adult use only)	Cubmaster moments for evenings after fires
	Extra insect repellent (non-aerosol)	
	Clothesline	
	Extra flashlights and batteries	
	Duct Tape	
	Camera	



Pack Leadership

Youth Protection Training (YPT)

Child Safety is the number one priority of Scouting America. Per National Camp Accreditation Program standards, adults attending sleepover summer camp must have current Scouting America registration and proof of current certification in Youth Protection Training.

The Mattatuck Scout Reservation will verify current registration and YPT for every adult attending Sleepover, Twilight, or Day Camp. To find this, Pack leaders can produce a 'YPT Aging Report' from my.scouting.org or your Council registrar.



***** There are no exceptions to this rule. *****

Each pack is responsible for ensuring their attending adults are a) registered in the BSA and b) current in YPT.

- To take Youth Protection training go to my.scouting.org and create an account.
- From the my.scouting.org portal, go to 'My Dashboard' and select Youth Protection training.
- Upon completion, you may print a certificate of completion to submit with a volunteer application or submit the completion certificate to the unit leader for processing at the local council.

Leadership Requirements

Please be mindful of Scouting America's two-deep leadership policy when preparing for camp. **Each pack must bring a minimum of two registered adult leaders 21 years of age or over. In addition, there must be a registered female adult leader 21 years of age or over with any unit bringing female youth.** If you cannot provide the necessary leadership, please contact Maggie Bellemare as soon as possible. There is always a possibility of pairing several packs together to cover leadership requirements.

Rotating Leaders

Due to busy schedules, leaders might need to rotate in and out of camp during the week. If leadership changes occur during the week, **leaders must sign in or out in the leader logbook at the camp office.** Adult leaders staying overnight will need a completed BSA Annual Health and Medical Record. Packs are responsible for informing new leaders of camp rules and regulations. Please see the administrative staff if you need assistance with leadership changes during the week.

All adults attending camp must be registered with the pack and must have completed Youth Protection Training before their session. The training is available online through my.scouting.org.

Camp Visitors

Summer camp is a great place to see Scouting in action. District and unit Scouters, professionals, donors, prospective members, and volunteers are welcome to visit. Visitors to a particular pack should clear their intention to visit with the camp pack leader. **Parents, relatives, and friends are welcome in camp on Sunday from 12:30 to 4:00 PM and on Thursday no earlier than 5:00 PM to attend the BBQ and closing campfire.** Otherwise, we recommended that family members not visit camp during the week (see “Homesickness” section).

Except for the above times, all visitors to Camp Carpenter must sign in and out in the visitor logbook at the camp office and receive a visitor's pass. Visitors must follow all current camp policies and procedures and wear a visitor badge. The camp administration reserves the right to ask anyone knowingly not signed in or violated camp policies to leave the premises immediately.

Visitors can observe but may not participate in the program areas (unless prior permission is granted only by the Camp Director). **Any visitor wishing to stay for an extended period during the day (more than two hours) must first get approval from the Camp Director or Cub Scout Director.** In addition, visitors must see the camp Trading Post to pay for their meals (see the “Visitor Meals” section that follows). **Finally, all visitors must leave camp by 9:00 PM.** Staff strictly enforces the visitor policy for the security of everyone in the camp.

Overnight Visitors

Overnight visitors are ***not allowed***. Your pack must pay a fee if you have overnight visitors not covered under the leadership ratio (as described in the “Fees” section above).

Please note that the leadership ratio is *per day* and not spread over the session. For example, suppose a pack has only two leaders on one day but has registered three leaders for the week. In that case, they may not “make up” the additional leader on another day (or overnight) by having four leaders in the camp.

Administrative staff enforces these policies because of safety concerns and space limitations. Only the Camp Director may grant exceptions in extenuating circumstances.

Visitor Meals

Visitors staying for a meal must purchase a ticket at the camp office and present the meal ticket to the dining hall staff before eating. The cost is \$10.00 per person per meal. Please notify office staff on Sunday when and how many visitor meals you will need for the week.

Arriving at Camp

Address of Camp

221 Mt Tobe Rd, Plymouth, CT 06782

Leaders Arrival (Overnight Camp)

Beginning at 8 AM and ending at 12 PM on check-in day, leaders that wish to drive equipment to their campsites will be allowed to do so. If you arrive early, please wait until the roads are open at 8 AM. **The speed limit on camp roads is 10 mph. Private vehicles will not be allowed on camp roads after 12 PM. Leaders must move all motor vehicles from the campsites to the designated parking area.**

Before you arrive at camp, coordinate with families to bring in large equipment/bags to drop off as families.

There will be a leader meeting at 4:30. It will start with the Reservation Director, Jeromy Nelson, discussing safety topics. Then, Cub Leaders will join Cub Scout Director, Maggie Bellemare, to discuss some Cub related topics.

The meeting will allow you to meet the administrative staff and learn about security and emergency procedures, rules and regulations, scheduling, etc. In addition, packs will receive their program schedules and other paperwork for the week at the meeting.

While the adults are busy at this meeting, Scouts will spend time unpacking and playing games in the campsite with their staff guides!

Staff Guide

A staff member will be assigned to each pack to serve as a "staff guide" for the week. They can help you with anything you need from finding a department to grabbing extra toilet paper!

Scouts Arrival (Overnight Camp)

All packs should report to the camp parking lot for 1 pm on Sunday. Parents may wait with the scouts and walk them down to the campsites. Following medical check-in, families are encouraged to head out for the week to allow the Scouts time to acclimate.

Pack Leaders must coordinate equipment too large to carry with your unit leader to arrive during their designated time to drop off gear. Vehicles will not be allowed on the camp roads past 12:00 pm so please plan accordingly.

- They will issue ID bracelets to all campers, den chiefs, and leaders **staying for the entire week**. (Leaders staying for only a portion of the week will be issued leader ID badges). Your staff guide will have enough ID bracelets for those listed on your pack roster. Those not listed on the pack roster must see the Head Commissioner or designee to receive ID bracelets.
- The camp office will verify Scouting America Registration and Youth Protection Training. **All adult leaders must have a current verification of Scouting America registration and YPT.**

Medical Check in

The Health Officer and other assigned staff members will conduct medical checks at your pack's campsite for all campers and leaders. At this time, packs must turn in medical forms.

All medications must be turned in to the Health Officer during medical checks (see the "Medical Services" section). A parent/guardian must be present at the medical checks for any camper that requires medication.

Swim Checks

During the check-in procedures, your pack will head to the Waterfront when prompted. Everyone—leaders and campers- who will participate in Waterfront activities during the week must complete a swim test. The purpose of conducting swim tests is to classify participants into their appropriate ability levels (learners, beginners, and swimmers) and to ensure the safety and the proper level of instruction during aquatic periods.

If time becomes an issue, the Waterfront staff will prioritize swim checks for campers over leaders in the afternoon. Anyone not tested on Sunday will have a swim check during their first visit to the waterfront.

Please note that the Waterfront Director can retest anyone at any time based on improvement during lessons. Below are descriptions of the swim tests:



- ★ **Swimmer's Test:** Jump feet-first into water over the head in depth, level off, and begin swimming. Strongly swim 75 yards using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke such as the elementary backstroke. The 100 yards must be completed in one swim without stops and include at least one sharp turn. After completing the swim, rest by floating.
- ★ **Beginner's Test:** Jump feet-first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.
- ★ **Non-Swimmers Test:** Get your feet wet or hang out on the beach!

Medical Services

The Mattatuck Scout Reservation staffs our Health Lodge with a full-time resident Health Officer (i.e., Camp Nurse). A non-resident physician is on-call at all times, and local hospitals are available for those needing additional treatment. Also, per national standards, at least 50% of our staff are trained and certified in CPR and first aid. Suppose a camper must be confined or need close medical attention. In that case, the Health Officer will send the camper home for this care.

The camp is not responsible for medical costs of problems not contracted or worsened at camp.

Medical Forms

Everyone attending camp must complete a Scouting America Annual Health and Medical Record with Parts A, B1, B2, C and D completed within the past 12 calendar months. A copy of this medical form is available on Connecticut Rivers Council's website. This requirement includes campers, den chiefs, and adults. Part C of the form is the physical examination which must be signed by a certified and licensed healthcare provider recognized by Scouting America. Physicians (MD, DO), nurse practitioners, and physician's assistants are recognized providers.

Please ensure that all medical forms are filled out accurately and completely, with the signatures of a parent/guardian, participant, healthcare provider, and all emergency contact information.

NO PARTICIPANT WILL BE ALLOWED TO STAY IN CAMP WITHOUT A COMPLETED BSA ANNUAL HEALTH AND MEDICAL RECORD (PARTS A, B1, B2, C, AND D) SIGNED BY AN APPROVED AND QUALIFIED HEALTHCARE PROVIDER!

Medications

State law and Scouting America policy mandate that participants turn in all medications to the Health Officer upon arrival at camp (this will be part of the check-in process). This requirement applies to all campers, den chiefs, and adult leaders. **The only exceptions are asthma inhalers and epinephrine auto-injectors. These medications, however, must still be registered with the Health & Safety Officer during check-in. In addition, participants must turn in a second asthma inhaler or auto-injector that the Health Officer will store at the health lodge in case of emergency. Finally, youth participants must submit a 'permission to possess' form signed by a physician and parent/guardian to carry these medications (see appendix).**

The Health Officer will give only legal medications to campers. Legal medications are in their original containers with the patient's name, doctor's name, and date on the label. If, for some reason, a dosage changes, a doctor's note is required.

Dispensing of Medication

The Health Officer or other qualified personnel will dispense medications after breakfast and dinner at the Health Lodge. Campers or leaders requiring medications at different times must make alternate arrangements with the Health & Safety Officer.

All medications are stored in the health lodge in locked containers when not dispensed. A fridge is available for medications that require refrigeration.

Insurance

The Connecticut Rivers Council ensures each of its registered Scouts and Scouters for accidents, sickness, or injury that may occur during their stay at camp. However, this insurance is secondary coverage only. It will only cover those expenses that are not coverable under any other policy.

Out-of-council packs and Scouts should ensure insurance coverage through their local council.

Lyme Disease, West Nile Virus, and EEE

The bite of a deer tick infected with the bacterium *Borrelia burgdorferi* can cause Lyme Disease. Over time, the disease can affect various body systems, causing symptoms from mild to severe. Usually, patients develop a rash that often has a ring-shaped appearance similar to that of a bull's eye, usually at the site of the bite. However, some patients never get the rash but may develop arthritis, nerve damage, and heart problems. If diagnosed and treated early, Lyme disease is treatable. However, if left untreated, the symptoms may persist for several years.

West Nile virus is a virus that lives in some birds and may be transmitted to people by mosquitoes. The virus can cause various symptoms, including encephalitis (inflammation of the brain) or meningitis (inflammation of the brain and spinal cord). Symptoms include high fever, confusion, muscle weakness, severe headaches, stiff neck, and sensitivity to light.

Eastern equine encephalitis (EEE) is a rare illness in humans. Only a few cases are reported in the United States each year. Severe cases of EEE (involving encephalitis, an inflammation of the brain) begin with the sudden onset of headache, high fever, chills, and vomiting. The illness may then progress into disorientation, seizures, or coma. EEE is one of the most severe mosquito-transmitted diseases in the United States. There is no specific treatment for EEE; care is symptom-based.

To prevent mosquito and tick bites, apply insect repellent periodically to exposed skin and spray clothing with insect repellent carefully, following label instructions.

CPAP Machines

Electricity is not available in campsites. Therefore, CPAP machines need to be powered by a generator or battery operated. Please [email](#) Reservation Director Jeromy Nelson to ensure a generator is placed in the campsite!



During Your Stay at Camp

The Campsite: The Heart of the Camp

Campers will spend a significant amount of time in their campsite, or what all Scouts call their “home away from home!” Although camping remains rough and rustic, we sincerely hope to make your stay with us as comfortable as possible. The camp has equipped each campsite with tents, platforms, cots, tarps, tables, a flagpole, a latrine, a washstand,, a bulletin board, a broom, a trash can, and water buckets. Please notify the camp staff immediately if you encounter any problems or deficiencies with these items! A camp commissioner may procure any extra supplies (such as toilet paper, wood tools, or soap).

It is important to stress that your Scouts will be responsible for maintaining their site and camp equipment. Therefore, please address the following points with them.

Cleanliness- Packs should clean each campsite, including the latrine, daily. If sharing your site with another unit, develop a schedule to share this responsibility equally. Packs should sweep the floor and walls, rinse, and adequately drain the washstand to clean the latrines. Packs should stow all of the camp equipment neatly. Please conduct a sweep of the campsite (and the trails immediately around it) for litter and dispose of it properly. Campfire ash also needs to be disposed of properly, do not dump it in the woods. Camp staff will visit your site daily to ensure it remains safe and clean.

Tent Care – Keep all flames (candles, matches, etc.) away from tents. Do not roll tent flaps in wet weather. Do not place hangers over the ridge poles of your tents, as this may rip the fabric. Do not remove cots from the tents. Mosquito net poles should not touch the tent canvas, and you should not put nails or screws into the platform.



Wildlife - Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure. Still, it is wise to remember that they are the permanent residents of the camp while you are a visitor. Do not approach or attempt to handle any wildlife. Report any unusual wildlife behaviors to the camp staff immediately. Please do not bring any food to the campsite, as this encourages the animals to visit

Good Neighbors - Remember that other campers prefer the quiet of the woods to noises from your campsite. Packs must observe quiet time between 9:00 pm and 6:30 am.



Buddy System - Scouts are required to use the buddy system at all times. We recommend that packs assign all scouts a buddy for the week when or before they arrive in camp on Sunday. A Scout should never be alone in the camp, and adult leaders should supervise their Scouts (including den chiefs) at all times. Remember that the buddy system is essential for the camp security plan.

Shoes - Participants must wear closed-toe shoes at all times at camp. The only exceptions are while using the shower or inside the waterfront perimeter (on the beach). From the amphitheater, everything is uphill! Injuries to the foot will definitely put a damper on the week, so scouts need to wear proper footwear at all times. Some areas, such as Wheels and the shooting ranges, will not allow scouts to participate if they are not wearing the proper shoes.

Litter Area- Each campsite is assigned a designated litter area. Your campsite's litter area is your responsibility! The Den, where all Cubs stay, is in charge of patrolling the gaga pit by ScoutCraft daily and ensuring that it is safe and clean!

Outdoor Ethics- Principles of Leave No Trace

The principles of Leave No Trace are essential when considering the combined effects of thousands of visitors to camp each year. Taking care of the environment has special considerations in the front country. Leaving no trace is everyone's responsibility. Learn more at <https://www.scouting.org/outdoor-programs/leave-no-trace/>.

1. Plan Ahead and Prepare

Proper planning and preparation help campers accomplish trip goals safely and enjoyably while minimizing natural and cultural resources damage. Campers who plan can avoid unexpected situations and reduce their impact.

2. Travel and Camp on Durable Surfaces

Damage to land occurs when visitors trample vegetation or communities of organisms beyond recovery. The resulting barren areas develop into undesirable trails, campsites, and soil erosion.

Campers should concentrate their activities where vegetation is already absent. Minimize resource damage by using existing trails. Keep campsites small by arranging tents nearby.

3. Dispose of Waste Properly (Pack It In, Pack It Out)

Accept the challenge of packing out all trash, leftover food, and litter or properly disposing of them in the waste barrels provided.

Help prevent contamination of natural water sources: Properly dispose of dishwater by dispersing it at least 200 feet from springs, streams, and lakes. Use biodegradable soap 200 feet or more from any water source.

4. Leave What You Find

Allow others a sense of discovery, and preserve the past. Leave rocks, plants, animals, archeological artifacts, and other objects as you find them. Examine but do not touch cultural or historic structures and artifacts. It may be illegal to remove artifacts.

Avoid making lasting changes to campsites. Do not dig tent trenches or build lean-tos, tables, or chairs. Never hammer nails into trees, hack at trees with hatchets or saws, or damage bark and roots by tying horses to trees for extended periods. Replace surface rocks or twigs that you cleared from the campsite.

5. Minimize Campfire Impacts

Use existing campfire rings. Use dead and downed wood that can be broken easily by hand. When possible, burn all wood to ash and remove all unburned trash and food from the fire ring. Be sure all wood and campfire debris is cold out.

6. Respect Wildlife

Quick movements and loud noises are stressful to animals. Observe wildlife from afar to avoid disturbing them. Give animals a wide berth. You are too close if an animal alters its normal activities.

Store food securely and keep garbage and food scraps away from animals. Never feed wildlife. Help keep wildlife wild.

7. Be Considerate of Other Visitors

Thoughtful campers respect other visitors and protect the quality of their experience.

Summer Camp Rules and Policies

General Camp Rules

The Mattatuck Scout Reservation has adopted some common-sense standards for the conduct of all campers, visitors, and staff. Following these rules will help everyone enjoy their stay at camp and avoid conflict with other campers.

Scouts must uphold all tenets of the Scout Oath and Law. Violations of Scouting America policies or the following rules may result in the dismissal of individual campers or groups from camp property. In addition, campers are responsible for any damages they cause to camp property.

1. Campers must immediately report all accidents, injuries, or lost persons to the camp staff.
2. Vehicles and trailers may be parked only in areas approved by a Camp Commissioner, Ranger and Reservation Director.
3. Participants may not use golf carts and vehicles in camp. The Reservation Director can approve exceptions to this rule to accommodate campers with disabilities or program support.
4. The speed limit in camp is 10 mph. **Drivers may not transport passengers in truck beds under any circumstances.**
5. The Head Commissioner must inspect each campsite and approve its condition before occupants depart.
6. Participants should not hear music and other sounds beyond a campsite. Campers should remain quiet between 9:00 pm and 6:30 am.
7. Campers may build fires in existing campfire rings only. A responsible adult must attend to the fire at all times.
8. Campers may not cut any living or standing trees. Do not peel the bark from trees.
9. Campers are not permitted to capture or hunt any animals in the camp. Personal firearms are forbidden.
10. Participants are prohibited from smoking in camp except in the designated smoking area for individuals aged 21+.
11. At least two adult leaders must be present to supervise campers at all times.
12. All campers **must** travel with a buddy. No adult may ever be alone with a youth other than their child.
13. Alcoholic beverages, fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
14. Secure all valuables. The camp is not responsible for any lost or stolen property.
15. Campers may not bring pets to camp. Visitors' pets are not allowed.
16. Campers must avoid maintenance areas, storage facilities, and construction sites.
17. Scouting America recognizes no secret organizations. All Scouting programs and activities are open for observation to parents, leaders, and other legitimately interested adults.
18. Participants must wear proper clothing for all activities. **All participants must wear appropriate swim attire while participating in water activities. The policy will apply to Scouts, non-Scouts, staff, and other adults.**
19. Participants must not deface (GRAFFITI OR VANDALISM) buildings, picnic tables, tents, or any other structure in the camp. The camp will charge any such vandalism to the pack(s) involved.
20. The use or possession of alcoholic beverages, non-prescription drugs, or narcotics is not a part of camp life. These substances are not allowed on camp property, and a violation provides grounds for immediate dismissal and potential for further consequences in the Scouting program, including, but not limited to, revocation of membership in Scouting. In addition, the camp may take further legal action. **NO SECOND CHANCES!**

Pack Organization in Camp

The year-round Cubmaster or Den Leader will accompany their Scouts to camp in most packs. However, we recognize that many parents (and other adults) who are not as familiar with scouting methods will want to camp with their scouts. We welcome these “new” leaders wholeheartedly! Still, the pack leadership should ensure that these leaders become familiar with the aims and methods of Cub Scouting and the policies explained in this handbook. Our staff will look to your unit leaders as partners in upholding the high ideals of our organization and fostering a fun but disciplined environment.

The program at Camp Toby depends on the qualified leadership of volunteers like you. The staff at Camp Toby genuinely appreciates the time you take out of your schedule to come to camp with your Scouts.

Respect of Privacy

Leaders must respect the privacy of youth members in situations such as changing clothes or taking showers at camp. Leaders do not belong in any area where such circumstances except to tend to an injured Scout or maintain discipline.

Separate Accommodations

The BSA requires separate accommodations for adult males and females and youth males and females.

Tenting

- The pack must provide separate tenting arrangements for male and female adults and male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family members.
- Spouses may share tents.

Security

The security of all campers, leaders, and staff is of the utmost importance. Therefore, we maintain a working relationship with the local police department for periodic perimeter patrols and sometimes the camp’s interior. The camp security plan consists of the following:

1. All staff members are in recognizable uniforms and name badges at all times.
2. All campers and leaders in the camp will wear a wristband supplied during check-in for the entire session.
3. Campers and adults attending other camp programs at the Mattatuck Scout Reservation (STEM Camp or Day Camp) will be easily identifiable, either with wristbands or camp T-shirts for day camp.
4. Staff, leaders, and campers will sign in and out of the camp in the appropriate logbook at the camp office.
5. Visitors will check in at the camp office and wear a visitor band.
6. Camp staff will escort intruders (anyone not identified by the above methods) to the camp office and notify the Camp Director.
7. All participants and staff should immediately report any intruder to the Camp Director or Cub Director.

Cellular Devices

Leaders should limit their use of wireless phones, especially for phone calls, in front of campers and should never leave their phones unattended. There are charging stations located in the Dining Hall.

Camper Early Check-Out

Any camper that needs to leave camp before 9 am on Saturday must have their parent/guardian sign them out at the camp office in the leader/camper logbook. The Pack Leader must be present for signing out a camper.

Uniforms

The staff will wear their uniforms proudly at all times. The Scout uniform, when worn correctly, is appropriate at all times. We particularly encourage wearing the Field Uniform (except for those that do not have uniforms) for check-in on Sunday and dinner each night. Uniforms are encouraged until campsite time each night.

Some scouts do not own a uniform through no fault of their own, and we want to clarify that it is not a prerequisite for attending camp. Leaders and den chiefs should wear their uniforms as well.

Additional Rules and Regulations

In addition to the rules and regulations listed in this Leaders' Guide, leaders, staff, and campers must comply with the standards and guidelines set forth by the administration of the Mattatuck Scout Reservation, the Connecticut Rivers Council, Scouting America, and the State of Connecticut.

Emergency Procedures

We will explain what we expect participants to do in the case of an emergency during Monday morning breakfast for resident camp, Monday at morning flag for day camp, and Wednesday night for twilight camp. In the event of an emergency, a continuous bell will sound. Adult Leaders are in charge of moving everyone to the Dining Hall. **Packs must report to the Dining Hall immediately.** Remain calm and reassure campers; this is all about safety. Each pack leader should report their headcount to the staff member in attendance and wait for further instructions. Packs must stay in the dining hall until the Camp Director gives the all-clear signal.

*In the case of a serious accident or fatality on the property involving anyone at camp, the Connecticut Rivers Council Scout Executive shall be the sole source of release of information to the press or parents. **NO ONE ELSE** shall release information to the media or anyone else.*

DO NOT speak to reporters or other people who may ask questions. Instead, politely refer them to the Reservation Director or the Scout Executive.



Stop in at the Camp Office

Commissioner Services

Commissioner Services is here to help ensure that your stay at camp is as enjoyable as possible. Whether helping guide your pack through check-in or ensuring your campsites and latrines are clean, safe, and well-stocked!

Your commissioner will check in with you throughout the week to ensure your pack has everything you need. They will also conduct periodic campsite visitations to ensure health and safety standards.

Your commissioner will be happy to assist you with any issues relating to your program, campsite, camp facilities, behavioral problems, or procuring any campsite needs, like cleaning brushes, pine cleaner, toilet paper, water buckets, etc. Just ask!

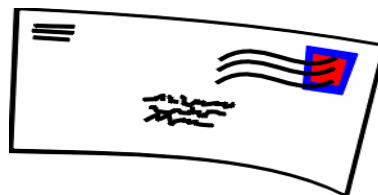
Lost & found

Program staff will bring lost and found items to the Trading Post at the end of each program day. We recommend families label all clothing and personal gear with the owner's name, pack number, and town. The camp will only keep found items for thirty (30) days after the camp season.

Mail

The mailing address for the camp is:

Camp Toby (week # if known)
(Scout's Name)
(Pack #) (Campsite)
221 Mt Tobe Rd
Plymouth, CT 06782



Mail is delivered every day (besides Sundays and July 4th), and staff will place letters in your pack's mailbox located in the camp office. Leaders should check their pack's mailbox daily. Participants should place outgoing mail in the mailbox in the camp office. Parents should be aware that they must send letters no later than Tuesday of their child's session to arrive on time. It may be easier to have mail intended for campers brought to camp with the pack leader for distribution during the week. However, please remember that camp only runs for five days and that sometimes a note from home may bring on a case of homesickness (see below), and sometimes it is just what a scout needs.

Homesickness

It is not uncommon or unusual for some scouts to experience homesickness while away at camp. In the event of homesickness, reassure the scout and remind them of the fun and exciting activities they have to look forward to during their stay.

The first step in treating a homesick child is **NOT** to let them call home or have their parents visit. Undoubtedly, a conversation or visit from mom or dad will make a child want to go home even more. Calling home should only be done when all other options have been exhausted.

If you're dealing with a homesick child that your pack leaders can't convince to stay, you may bring them to a camp staff member for assistance. The camp staff is well-trained and has lots of practice working with homesick scouts. If you need further help, they will assist you or bring them (with you) to the administrative staff.

We also suggest you discuss homesickness prevention with parents before camp (this would be a good topic for a pre-camp parents meeting). Here are some tips to help stop homesickness before it starts:

- Make sure parents don't tell their children that they can come home if they don't like camp. Of course, a camper will always have the option to go home if they genuinely don't like camp, but it's not necessary to let them know that upfront. The point is to ensure the scout is not set up for failure. Going home right away is an easy option, especially if a parent conveys that expectation. For scouts that haven't been to camp before, the experience can be a little overwhelming at first and out of their comfort zone. But for the sake of the scout's growth as an individual, it's best to deal with homesickness and get through it once rather than becoming a persistent problem.
- If parents plan to send mail to their child throughout the week, ensure they know to keep the messages positive and reassuring. For example, "We hope you're having a great time at camp" is much better than writing "we miss you" or "we can't wait until you come home." Likewise, parents should not convey the same messages before they leave on check-in day.

Departing from Camp

Packs should be packed and ready to go by 7:30 am *at the latest* on Saturday morning. The pack should complete all packing before the campfire on Friday.

All gear must be out of the campsite by breakfast (or at least set by the road) on Saturday. Make sure all members of your pack have their gear ready to walk to the parking lot if not done so already. Use a chuck wagon or cart to transport equipment that is heavy or large.

Packs that wish to remove gear from their campsite using a vehicle must do so before breakfast.

*****Vehicles are not permitted on the road until the end of breakfast.*****

Final Inspection

Please make sure that the following items are completed before the final inspection:

- ☐ Washstand and latrine clean
- ☐ Pick up all litter
- ☐ Check adjacent areas for trash
- ☐ Fire equipment stored properly; water buckets clean, empty, and turned over
- ☐ Tents and cots in order
- ☐ Take down all pack items put up during the week (clotheslines, surveyor's tape, signs, etc.); each pack should return the campsite to the way your pack found it (or even better!)



Parent/Guardian Arrival

Make sure everyone arriving to pick up scouts knows where you will gather to meet with them. Have a set time and location to rendezvous with those coming for pick up. After breakfast, the pack will be responsible for signing each scout out. If you are concerned about who is picking up a scout, please check in at the office, and the administration will assist you.

Know Your Camp Staff

The Connecticut Rivers Council employs a seasonal camp staff that is second to none. We strive to provide the best Scouting experiences for our campers and be competent and caring. Motivated camp staff forms the foundation of these experiences!

Interviews with prospective staff members enable us to be highly selective. Camp staff members are selected based on their knowledge, experience in Scouting, and demonstrated potential for success. Every camp staff member receives specialized training in early June. Senior staff members also receive more intensive training through the National Camping School.

We are proud that most of our staff chooses to reapply every season. Still, we are always looking for qualified individuals who might join our team. Scouts must be at least fifteen to apply for paid positions, though fourteen-year-old Scouts may apply for the Counselor-in-Training program. Adult Scouters of all ages are especially welcome to apply for one of our supervisory positions. You can find more information on campmattatuck.org.